

AMENDMENTS TO THE SPECIFICATION:

Page 3, replace the third paragraph starting at line 14 with the following:

A first aspect of the present invention is directed to a game apparatus for displaying an aiming point on a game screen, the aiming point being for use when an item to be used in a game is thrown at an object in a game space, comprising: an object deployment means (the CPU 201 executing step S102), an operation means (50) to be operated by a player, a throwable item selection means (the CPU 201 executing step S204), a target object specifying means (the CPU 201 executing step S302), a correspondence information storing means (205), a determination means (the CPU 201 executing step S303), and a display control means (the CPU 201 executing steps S103 and S109). The object deployment means deploys in a three-dimensional space a plurality of objects to be displayed, the plurality of objects including a player object. The throwable item selection means selects, in accordance with an operation made to the operation means, one of a plurality of items which are selectable by the player object as throwable items. Note that a "throwable item" is not limited only to an item to be thrown at a target but also includes an item to be shot, e.g., from a gun. The target object specifying means specifies as a target object an object existing in a direction in which the throwable item is to be thrown. The correspondence information storing means stores correspondence information (FIG. 7) defining which throwable item is effective on which object on an item-by-item basis. The determination means determines the effectiveness of the throwable item on the target object based on the correspondence information. The aiming point data generation means generates aiming point data to be used for displaying an aiming point indicating the direction in which the throwable item is to be thrown, the aiming point being displayed in a display mode (a first or second aim object) which is varied depending on a determination result by the determination means. The

display control means performs display control so that the plurality of objects deployed by the object deployment means are displayed on the game screen as three-dimensional images; the aiming point is displayed so as to overlap the target object based on the aiming point data; and thereafter the throwable item appears thrown at the aiming point in response to an operation made to the operation means. Thus, the player is allowed to recognize whether the throwable item will be effective on the target object before actually throwing the item.

Page 16, replace the second paragraph starting at line 13 with the following:

On the other hand, if step S302 finds any object existing in the direction in which the throwable item is to be thrown (hereinafter, such an object will be referred to as a "target object"), it is then determined whether the throwable item will be effective on the target object, by referring to the correspondence information shown in FIG. 7 ~~[(S203)]~~ (S303). If it is determined that the throwable item will not be effective on the target object, the aforementioned first aim object displaying process is performed (S304), and the aiming point displaying process is ended. An exemplary game image in this case is shown in FIG. 14. Note that it is assumed that the "first object" in the table shown in FIG. 7 corresponds to trees shown in FIG. 14. Since a rope item will not be effective on an enemy A, the aiming point is displayed in the first display mode so as to overlap the enemy A, thereby indicating the ineffectiveness of the rope item.

Page 18, replace the first paragraph starting at line 8 with the following:

Next, referring to FIG. 11, the marking process of step S107 will be described. First, it is determined whether the second aim object is being displayed on the game screen (S401). This determination may be made by, for example, checking whether step S307 was performed in the

immediately preceding instance of the aiming point displaying process (S105). If step S401 finds that the second aim object is being displayed, it is then determined whether the player has instructed marking [(S401)] (S402) . As used herein, "marking" means locking-on a target object. Once a target is marked, i.e., locked-on, the aiming point will automatically follow that object thereafter. By throwing the throwable item after marking an object, it is ensured that the throwable item will hit the object even if the object moves away immediately after the throwable item is thrown. If step S401 finds that a marking instruction has been given, a marking object displaying process (i.e., a process of drawing a marking object into the color buffer 203) is performed to display a mark in the neighborhood of the target object to indicate that the target object has been marked (S403), and the marking process is ended. Note that the mark thus displayed will be moved during the aforementioned moving process of step S102 in accordance with the movement of the marked object. The aiming point can still be displayed after an object is marked, and by overlaying the aiming point on another object for further marking, it is possible to simultaneously mark a plurality of objects. For example, after the enemy A is marked as shown in FIG. 17, the player may proceed to further mark an enemy B and an enemy C as shown in FIG. 18. On the other hand, if step S401 finds that a second aim object is not being displayed, or if step S402 finds that no marking instruction has been given, the marking process is ended.

Page 23, replace the second paragraph starting at line 8 with the following:

Although the present embodiment illustrates an example where an aiming point is displayed by appropriately updating the game image data which has once been written to the color buffer 203, the present invention is not limited thereto. For example, the aim object may

be placed in the game space, and an aiming point may be displayed ~~be applying rendering to~~ as a function of the rendering of the aim object.